PlayStation®

NTSC U/C

PlayStation®

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-00439

20th ANNIVERSARY

PAC-MAN WORLD™

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

For questions and information not listed on the 900 line, write to:

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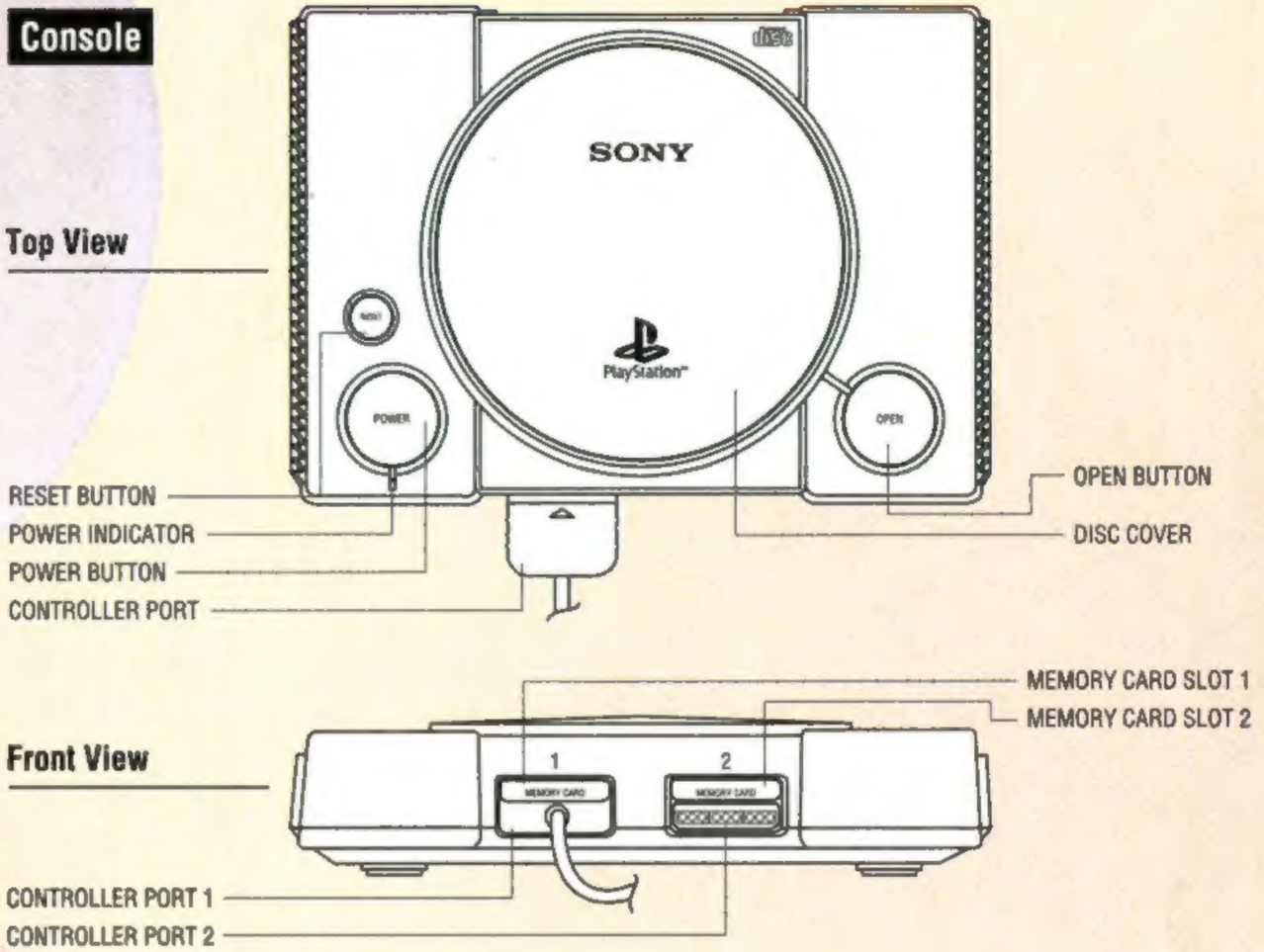
SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc.

Insert the *Pac-Man World 20th Anniversary*™ disc and close the disc cover. Insert one controller and turn on the PlayStation game console. Follow the on-screen instructions to start a game.



MEMORY CARDS

To save game settings and progress, and to resume saved games insert a Memory Card into Memory Card slot 1 of the PlayStation game console before starting gameplay. (Memory Card slot 2 is not used.)

GETTING STARTED

1. At the Title screen, choose one of three selections and press the ⊗ Button:
   - Choose START to play a new game.
   - Choose LOAD to resume a previously saved game.
   - Choose OPTIONS to alter game settings.
2. On the Game Mode screen, choose QUEST, MAZES or CLASSIC and press the ⊗ Button to begin the game.

SETTING OPTIONS

1. From the Title Screen, choose OPTIONS and press the ⊗ Button to enter the Options screen.
2. Press the Directional Buttons up / down to choose an option and press the ⊗ Button to open a screen or make an adjustment.

SOUND

Press the Directional Buttons left / right to adjust:

- Audio - Stereo or Mono
- Music Volume
- Sound Effects Volume

ADJUST SCREEN

Press the Directional Buttons to adjust the screen.

NORMAL / WIDE

Press the ⊗ Button to set the game for a normal or wide screen television.

CREDITS

Press the ⊗ Button to meet the Pac-Man World team.

CONTROLS

- Press the Directional Buttons up / down to choose a control and press the button you want to assign to that action.
- Set Vibration ON / OFF.

PAC-MAN'S QUEST

Over the years, Pac-Man's starring role in one of the greatest games ever has made him Pac-Land's most popular celebrity.

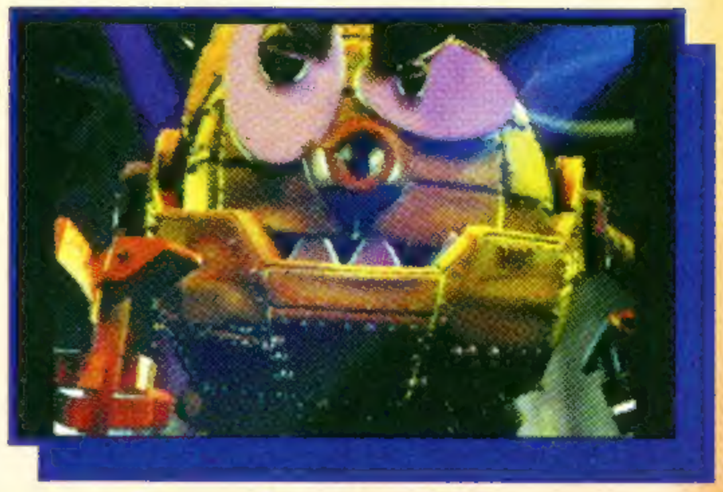
Twenty years later, Pac-Man is on a new Quest to defeat Toc-Man and save his friends from the perils of Ghost Island.

Pac-Man arrives to celebrate his 20th anniversary and finds his house deserted!

Toc-Man had his ghostly minions kidnap Pac-Man's friends. One by one, they vanished - Ms. Pac-Man, Pac Jr., Baby Pac, Professor Pac, Pooka and even Chomp-Chomp the dog were nowhere to be found...

Now Toc-Man has the hostages hidden away throughout Ghost Island and his henchmen have orders to get rid of Pac-Man. Pac-Man's Quest will take him from mine shafts to factories to deep space outposts. Pac-Man will pull out every maze-busting trick and quick-witted escape he has learned throughout his career – plus a whole bunch of slick new moves nobody's ever seen!

Hidden throughout the Quest, Pac-Man will face challenging puzzles and games made famous by Pac-Man's previous adventures. Even the Ghosts - Inky, Blinky, Pinky and Clyde - are back for a new chance to gobble Pac-Man.



So get ready to chomp into action as the legendary Pac-Man battles to save his friends in the Quest of a lifetime!

CONTROLS

MENU CONTROLS

Start / pause .....Start
Choose a mode .....Directional Button
Confirm mode / command .....⊗ Button
Cancel a mode / command .....△ Button

Note: Dual Shock™ Analog Controller only: Toggle the Vibration feature ON / OFF by using the Option mode ⇨ Vibration setting (see page 4). The Vibration feature is available regardless of the ON / OFF position of the controller's analog mode switch.

GAME CONTROLS (Default)

Move .....Directional Buttons
Jump / swim up .....⊗ Button
Swim down.....△ Button
Advance through hint screens .....⊗ Button
Butt-Bounce .....⊗ Button (twice)
Dolphin Jump (in water) .....⊗ Button (hold)
Rev Roll .....□ Button (hold & release)
Pac-Dot Attack (Uses One Pac-Dot) .....○ Button
Super Pac-Dot Attack (Uses Ten Pac-Dots) ..○ Button (hold & release)
View game status .....L2 Button
Camera Zoom (Maze Mode only) .....R2 Button

Note: You can reconfigure the controls by using the Option mode ⇨ Controller Configuration settings. See page 4.

QUEST MODE

The master of mazes is about to battle the biggest puzzle of his life in a search for his lost friends. To complete the Quest, you must free Pac-Man's friends from the robotic clutches of Toc-Man.

When you play Quest Mode, there's so much to do! To rescue Pac-Man's friends:

- Search through all the stages of Ghost Island.
- Battle Toc-Man's henchmen including ghosts who want to stop the rescue and get rid of Pac-Man.
- Collect Pac-Dots to destroy enemies and gain extra lives.
- Collect the letters to spell P-A-C-M-A-N in each level to unlock the Bonus Round.
- Collect Fruit and open Fruit Doors to find important items and switches.
- Open Galaxian Doors to find the hidden mazes.
- Collect the keys to unlock your friends.
- You can clear a level without collecting 100% of everything and return later to try to improve your score.
- To totally complete a level, you have to open every door, destroy every enemy, collect all the Fruit, find all the P-A-C-M-A-N letters and play the hidden mazes.

GHOST ISLAND

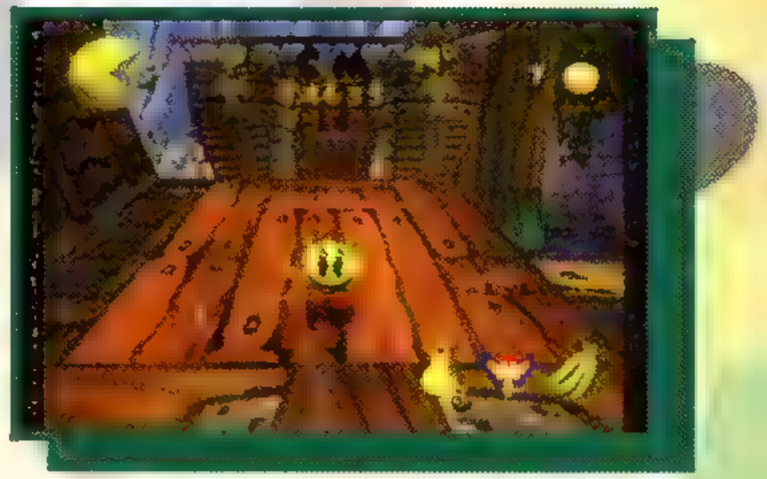
Ghost Island is where Pac-Man begins each level of his Quest. First, visit Buccaneer Beach for training. Check out the hint signs to learn about all of Pac-Man's abilities. When Pac-Man clears Buccaneer Beach, find the first open door on Ghost Island to begin the Quest. There are six stages in the game - each with a nasty boss waiting at the end. As each level is completed, a door to a new level will unlock.

- A silver Pac-Man icon inside a doorway signifies a new level for Pac-Man to explore.
- A gold Pac-Man icon inside a doorway signifies a level that Pac-Man has already completed, and to which he can always return.

Obstacles block Pac-Man from moving throughout Ghost Island.

- The first wall is removed once the Pirate, Space and Ruins bosses are defeated.
- The gate to Toc-Man's Mansion is raised when the Funhouse and Factory bosses are defeated.

QUEST MODE GAME SCREEN



POINTS

Get points by collecting items and destroying enemies.

LIVES

Pac-Man begins his Quest with three full lives. When he takes damage, he loses health. If he takes damage a fourth time, he loses a life. If Pac-Man has another life in reserve, the Quest continues from the last Checkpoint he activated. When Pac-Man runs out of lives, the game is over, but can be continued at the point you last saved your progress.

PAC-DOTS

Pac-Dots are Pac-Man's favorite food. He can't stop eating them. Eat every Pac-Dot you can find.

Once you collect them, Pac-Dots have many uses:

- Attack enemies. Press the ◉ Button to throw a Pac-Dot. Press and hold the ◉ Button then release it to unleash a Super Pac-Dot Attack of ten Pac-Dots for really tough enemies.

- At the end of a level, all the Pac-Dots you collect are added together. Pac-Dots are worth 10 points. 5 points are awarded immediately, and another 5 points are awarded at the Weigh-In Machine for the Pac-Dots that have not been used in that level. Power Pellets award Pac-Man 45 points, and another 5 points at the Weigh-In Machine.
- Every 10,000 points tallied at the Weigh-in Machine earns Pac-Man an extra life.

P-A-C-M-A-N LETTERS

Find all the letters to spell "P-A-C-M-A-N" in each level to unlock the Bonus Round. Many times letters are hidden in unusual places, so make sure you check the out of the way corners too!

FRUIT DOORS

Find Fruit Doors throughout the game which contain power-ups, switches, P-A-C-M-A-N letters, and the keys to free Pac-Man's friends.

- The key to opening Fruit Doors is Fruit. The required Fruit is clearly marked on every door. That's why it's important to collect every piece of Fruit you can find.
- If you already have a Fruit that matches the door, your Fruit will signal you by vibrating and chirping when you get close to that door.
- The Fruit is also used in the Slot Machine Bonus to earn extra lives at the Weigh-In Machine.

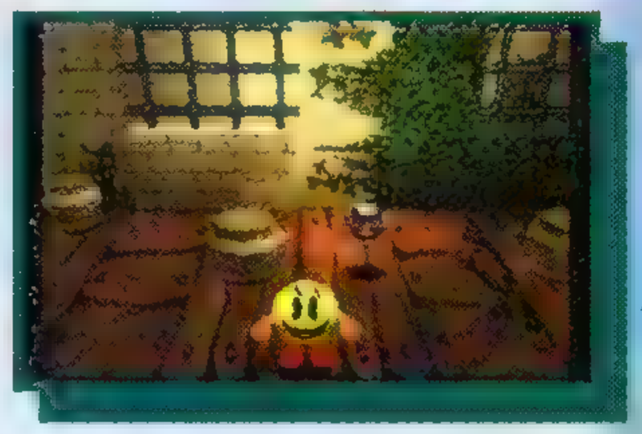
MAZES & GALAXIAN DOORS - Mazes are hidden throughout the Quest. You find them by entering Galaxian Doors. You must find a Galaxian before Pac-Man can enter. Every time you find a maze, it is added to your maze collection in Maze Mode.

When you play Maze Mode, the completed mazes found in Quest Mode become available.

Note: See more about mazes in the section "Maze Mode" on page 25.

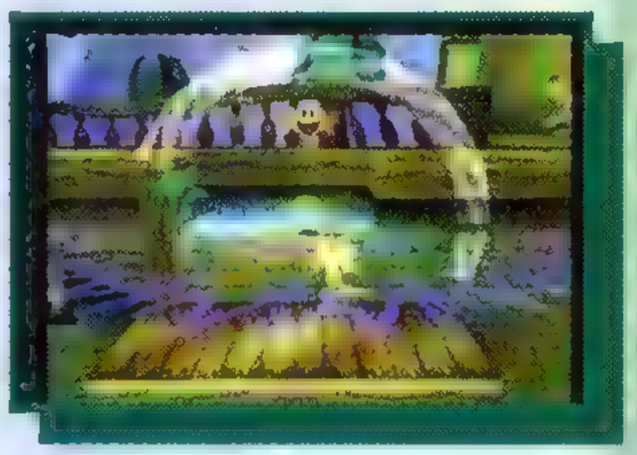
PAC-MAN POWER-UPS

CHROME POWER-UP



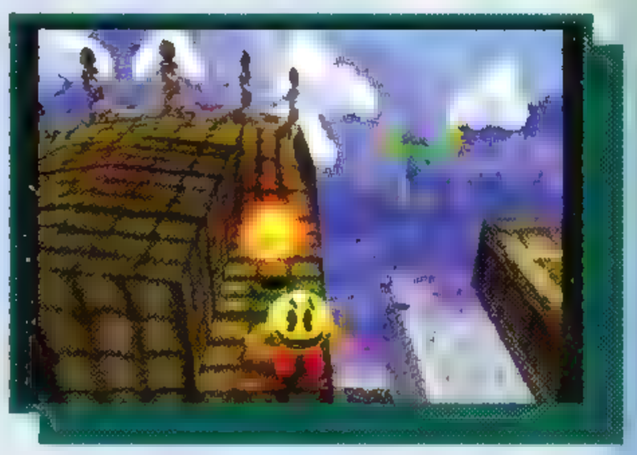
Nothing can hurt Pac-Man when he's using the Chrome Power-Up. This power-up makes him heavy enough to walk around underwater. With it Pac-Man can bust open underwater treasure boxes with a Butt-Bounce. Wait until it wears off to jump out of deep water.

ULTRA BUTT-BOUNCE



Pac-Man's Ultra Butt-Bounce wipes out every enemy on screen.

POWER PELLET



Power Pellets turn ghosts blue and send them running. After munching a Power Pellet, quickly chase down all the ghosts you can. They can't hurt Pac-Man while they're blue. The more ghosts you chomp with a single Power Pellet, the more points you are awarded.

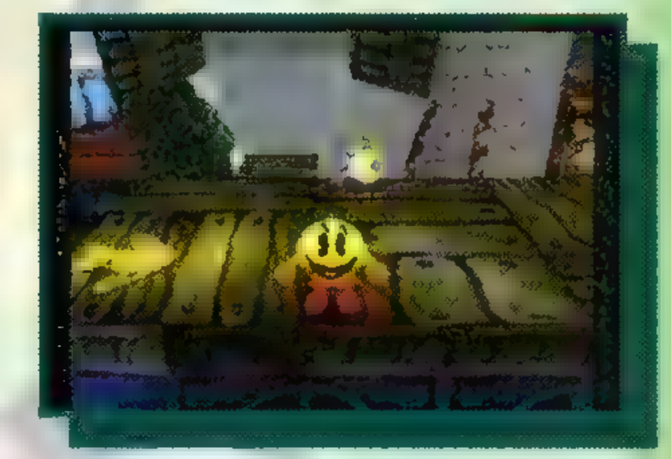
FRUIT

Fruit gets you through Fruit Doors. The Fruit is also used in the Slot Machine Bonus to earn extra lives at the Weigh-In Machine.

MORE QUEST ESSENTIALS

CHECKPOINT

Make it to one of these during the Quest. Pac-Man will start again from this position if he loses a life.

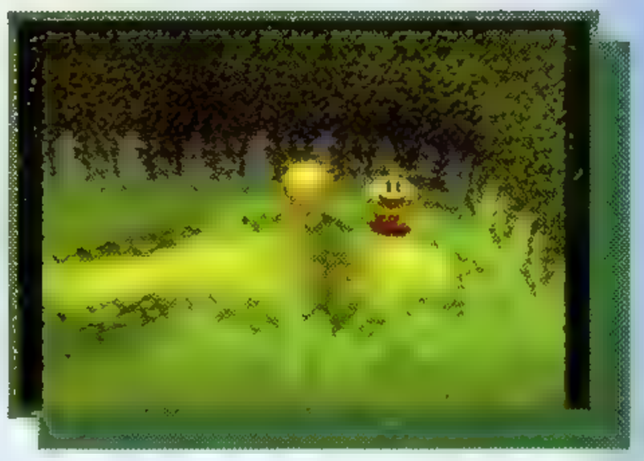


EXTRA LIFE

You can always use a spare life in case you lose the one you have.

LEVEL COMPLETE TOKEN

You know you've reached the end of a level when one of these is close by. Grab the token to clear the level and return to Ghost Island.



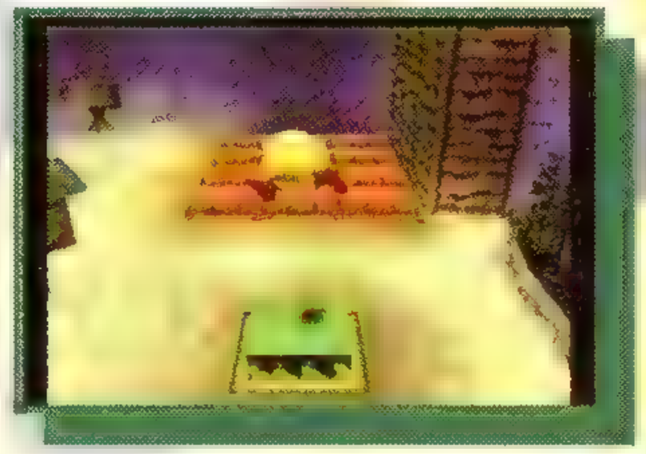
HEALTH WEDGES

During each level, pie-shaped wedges will appear which replenish Pac-Man's life meter. There are two types of wedges to look out for:

- Yellow Wedges - add one health wedge.
- Yellow Wedges that glow red - replenish full health.

SWITCHES

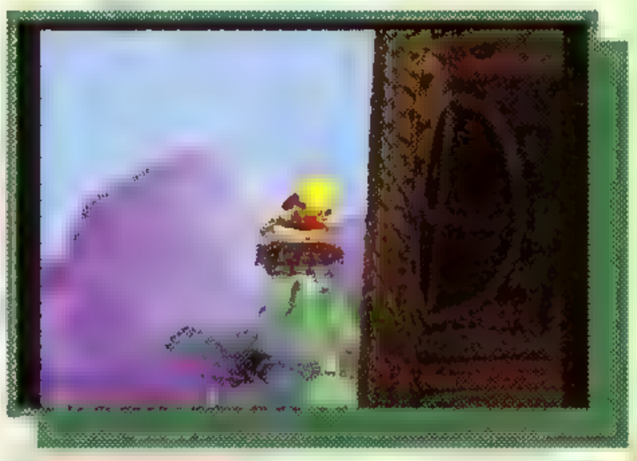
Switches turn things on and off. Butt-Bounce on switches to activate them.

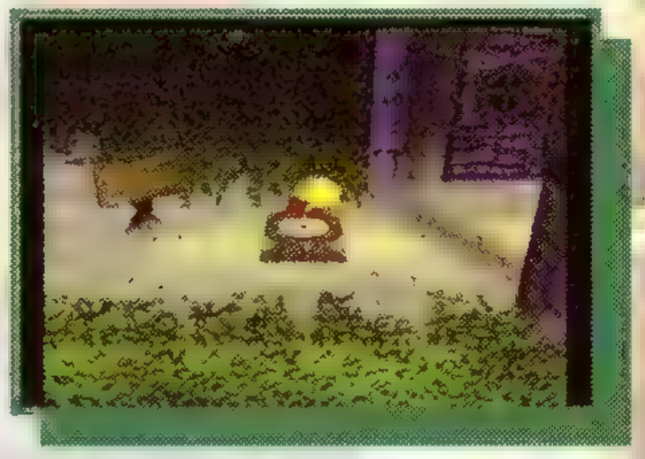


- Green - Used only once, these usually start moving platforms or create stairs.
- Yellow - Used multiple times, these open passages or operate machinery. Watch your timing with these, because they reset themselves.
- Blue - These are the most mysterious switches of all, and can have multiple effects.

HELIVATORS

Jump on Helivators to move across wide areas. Just hop on and Rev-Roll (Hold ▣ Button) to ride the Helivator. The Helivator will stop moving when it reaches its destination.



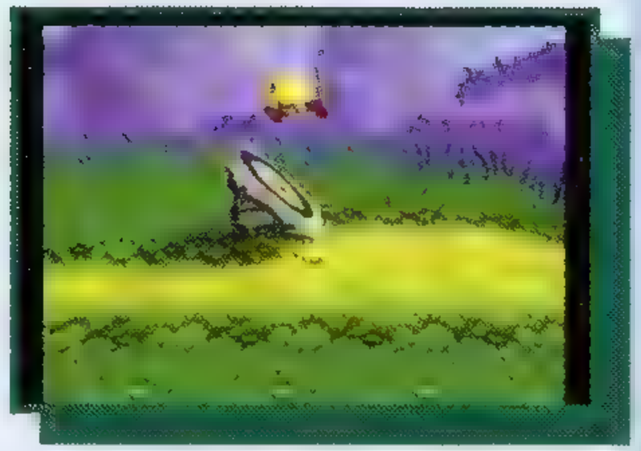


REV PLATES

Rev plates operate like stationary Helivators, only instead of Pac-Man moving, something else does. Jump on them and Rev-Roll (Hold ▣ Button) to activate.

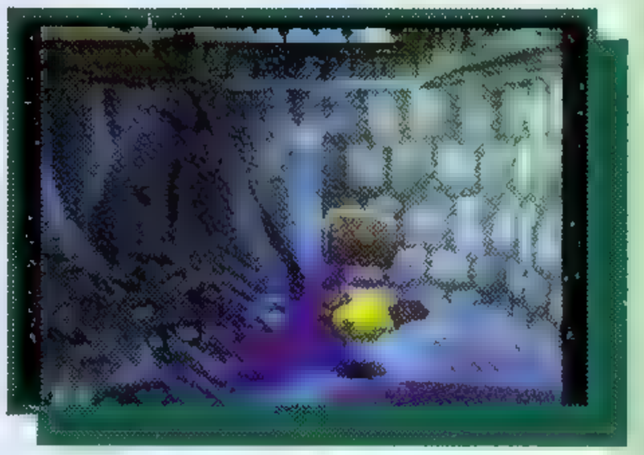
B-DOINGS

Butt-Bounce on these for a quick launch into the air. It's just like jumping on a trampoline!



CHESTS, CRATES & BARRELS

Break open every one of these you can find. They may contain extra lives, Fruit and power-ups.



MAGIC PAC-DOT CHAINS

Sometimes blue switches will unlock Magic Pac-Dot Chains that allow Pac-Man to fly to areas normally inaccessible. Jump into the first Pac-Dot and the Magic Chain will automatically carry Pac-Man to his final destination.

ADDING UP YOUR SCORE

When Pac-Man completes a level, the Weigh-In Machine tallies his score. The Weigh-In Machine adds up totals for:

- Pac-Dots
- Fruit
- P-A-C-M-A-N letters.

You can earn an extra life for every 10,000 points.

This final score for the level can be saved to a Memory Card. When you return to that level and try to beat your score, the Weigh-In Machine compares the new and old scores. If you beat your previous high score, your Grand Score will increase. The Grand Score reflects the total points Pac-Man has earned throughout the Quest.

If Pac-Man collects all of the P-A-C-M-A-N letters in a level, he will get a chance to collect more fruit in the special Bonus Round. Be quick in the Bonus Round - time is running out!

To use the Slot Machine, you must have collected at least three of any kind of Fruit. When you do, the Slot Machine starts automatically. Press the ◉ Button to stop each wheel.

- Two of a kind next to each other awards you 100 points.
- Three Cherries, Strawberries or Oranges awards you an extra life.
- Three Peaches, Apples, Bananas, Melons or Lemons awards you two extra lives.
- Three Bells or Galaxians awards you three extra lives.

PAUSING THE GAME

To pause the game, press Start. Press the Directional Buttons up / down to choose a pause option and press the ⊗ Button.

- Back to Game - Keep on playing!
- Exit to Title - Quit the level you are currently playing and begin again at the Game Mode screen.
- Exit Level - Return to the Ghost Island Hub without going to the Weigh-In Machine.
- Options - Open the Options screen.

SAVE & LOAD

Note: You must have a Memory Card inserted in your PlayStation in order to save a game.

SAVING

When you finish a level and go to the Weigh-In Machine, you can save your progress.

1. After all the totals appear, press the ⊗ Button, choose SAVE GAME and press the ⊗ Button again.
2. When the Save Game screen appears, press the Directional Buttons left / right to select an available slot. There are 3 slots to choose from. You can select an empty slot or overwrite a previously saved game. Press the ⊗ Button to save your game.
3. Press the ⊗ Button again to return to the game.

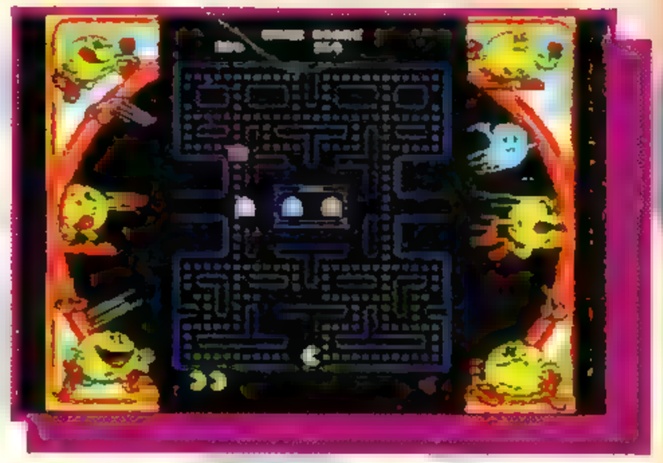
Note: Any mazes found during Quest are saved for addition to Maze Mode.

LOADING

1. At the Title screen, choose LOAD and press the ⊗ Button.
2. Press the Directional Buttons left / right to choose the saved game you want to load. All the important stats on your saved games are displayed.
3. Press the ⊗ Button to load the game.
4. On the Game Mode screen, choose QUEST and press the ⊗ Button to play your saved game.

CLASSIC MODE & MAZE MODE

CLASSIC MODE



A true classic, Pac-Man was one of the first great video games ever created. Playing is simple: Use the Directional Button to run through the mazes. The objective is to collect all the Pac-Dots while ghosts chase you from every direction. Grab a Power-Pellet and it's the ghosts' turn to run. You score points for gobbling Pac-Dots, Ghosts and Fruit in each maze.

The rules:

- Keep away from ghosts Inky, Blinky, Pinky and Clyde.
- Chomp all the Pac-Dots in the maze.
- Eat Power Pellets to turn the tables on the ghosts and chase them down. Try to get them all at one time. But - don't touch them unless they're blue!
- You start with three lives, and if you earn 10,000 points you earn an extra life.

To exit Classic Mode, press and hold the Select Button then press and hold the Start Button. The game will return to the Main Menu in a few seconds.

To begin Pac-Man Classic:

1. Choose CLASSIC on the Game Mode screen and press the ⊗ Button.
2. Press the Start Button to meet Blinky, Pinky, Inky and Clyde
3. Press Start again. (This is just like dropping a quarter in the slot 20 years ago. Now you can play all you want for free!)
4. Press Start a final time to begin the game. Two people can play if you press the Start Button on Controller 2.

Gain points for munching:

Pac-Dots	= 10 pts.
Power Pellets	= 50 pts.

Ghosts

First Ghost	= 200 pts.
Second Ghost	= 400 pts.
Third Ghost	= 800 pts.
Fourth Ghost	= 1600 pts.

Fruit

Cherry	= 100 pts.
Strawberry	= 300 pts.
Peach	= 500 pts.
Apple	= 700 pts.
Melon	= 1000 pts.
Galaxian	= 2000 pts.
Bell	= 3000 pts.
Key	= 5000 pts.

MAZE MODE

Run through the mazes chomping Pac-Dots while avoiding ghosts. Gameplay is the same as the Classic Mode with some new twists. Maze Mode has a total of 18 mazes in 6 sets (but that's only half the story). Begin by chomping through the original 18 mazes in any order. Every time you complete a maze in Quest (mazes are hidden behind Galaxian Doors), that maze becomes available in Maze Mode. Collect all the Quest mazes and compete in Maze Marathon featuring 36 mazes back-to-back. Win Maze Marathon and unlock a hidden art gallery.

In Pac-Man Maze:

- There's more than ghosts to worry about.
- The six stages of Maze Mode match the six stages of Quest Mode. Enemies and hazards from Quest may be scattered through a maze.
- The Maze Mode game gets bigger as mazes are completed in the Quest game.

- Saving a game in Quest also saves your collected Quest mazes to the Maze Mode.
- The first extra maze is unlocked when Buccaneer Beach is completed.
- Some mazes contain more than 4 ghosts. If a Power Pellet is eaten and Pac-Man chomps more than 4 ghosts, the fifth ghost is worth 2000 points, and the sixth is worth 3000 points.
- If you play Maze Mode, your score resets after every maze and does not get added to the Grand Score.
- If you play Maze Marathon, your score is accumulated throughout the mazes, but does not count towards the Grand Score.

Note: You must have a Memory Card inserted in your PlayStation to collect mazes or save Quest game progress.

QUEST STAGES

After you clear Buccaneer Beach, the main road leads you around Ghost Island. When you complete a stage, another one is unlocked. Remember that cleared stages can be repeated in your quest to complete each stage to the fullest.

PIRATE

Pac-Man scours the seaport and the old fort as he searches for Pooka. Pesky pirate skeletons and exploding barrel blasters complicate Pac-Man's Quest. Use the Chrome Power-Up to open underwater crates. Cannonballs will fill the air when the HMS Windbag sets sail against our hero!

THE RUINS

Pac-Man must explore the depths of ancient ruins as he searches for Chomp-Chomp the dog. Watch out for thumping Pac-Neanderthals and musty mummies, but things really heat up at the Temple of Anubis Rex.

SPACE

Pac-Man blasts off to outer space on a mission to save Professor Pac. But watch out, shockers, force-field wielding aliens and laser traps will keep things tricky. Ride a rocket pad to face off against the fearsome King Galaxian.

FUNHOUSE

Nothing stays still in the Funhouse, especially Pac-Man as he looks for Baby Pac. Steam spewing clowns and belligerent bumper cars will keep Pac-Man hopping. Enter the race and compete in the Clown Prix.

FACTORY

Ever wonder how Pac-Dots are made? Pac-Man will wish he didn't find out as he tries to rescue Pac-Junior. Ride magna-movers while looking out for mechanical sharks. Avoid super-heated pipes and steam. Ride conveyor belts to the heart of the factory and a showdown with the Krome Keeper.

MANSION

Pac-Man must make his way through the graveyard surrounding Toc-Man's mansion. Fire breathing skeletons and bomb dropping bats will complicate his Quest to save Ms. Pac-Man. Overcome this treacherous terrain to reach the final confrontation with the villainous Toc-Man!

CREDITS

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Senior Executive Producer	Masaya Nakamura

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